* **Basis settings for AR :**
  + Check vuforia support augmented reality in player setting
  + Switch to android platform
  + Delete main camera
  + Gameobject🡪 Vuforia🡪 ARcamera
  + Get license key from vuforia🡪 copy it
  + Inside AR camera, open vuforia configuration
  + Paste the licence key in app license key box
  + When you hit play, webcam will activate
* Upload image as image target
  + Open vuforia account
  + Select target manager
  + Add database🡪 select device🡪 create
  + Go to the created database
  + Add image
  + Set width to 6-🡪 Don’t know why
  + Download database🡪platform unity
  + Import to unity
* Set image target
  + Go to gamebobject
  + Select vuforia🡪Image
  + New component named ‘image target’ appears
  + Make image target a child of AR camera
  + Then inside image target🡪 Select AR1 database
* Add 3d model in the image target
  + Go to asset store tab
  + Barbarian warrior🡪download and import
  + Make the barbarian model child of image target
  + Scale the model to proper scaling
  + Go to camera🡪 change world center mode to camera
  + Open vuforia configuration🡪 Load AR1 database and activate
* Animate the barbarian model
  + Go to barbarian game component
  + Go to select tab🡪Rig🡪Legacy
  + Go to animation🡪select any animation🡪change wrap mode from default to loop
  + Then go to barbarin component🡪select animation type to roundkick
* Build AR1 app for android:
  + In preferences, put SDK and JDK location
  + Add AR1scene to build settings
  + Go to player settings:
    - Set company name = Rohan
    - Product name = application name
    - Drag and drop the logo to default icon
    - Package name = com.rohan.barbarian